Course Outline

Contents

- Course Details
- Course Summary
- Course Timetable
- Course Aims
- Student Learning Outcomes
- Assumed Knowledge
- Teaching Rationale
- Teaching Strategies
- Assessment
- Academic Honesty and Plagiarism
- Course Schedule
- Resources for Students
- Course Evaluation and Development

Course Details

Course Code	COMP9322
Course Title	Service Oriented Architectures
Units of Credit	6
Course Website	http://cse.unsw.edu.au/~cs9322 (http://cse.unsw.edu.au/~cs9322)
Handbook Entry	http://www.handbook.unsw.edu.au/postgraduate/courses/current/COMP9322.html (http://www.handbook.unsw.edu.au/postgraduate/courses/current/COMP9322.html)

Course Summary

The Service Oriented Architecture (SOA) concept is rapidly changing the way modern enterprise systems are designed, built and managed. An SOA is not just a technical architecture but a revolutionary way to design an enterprise environment that features cross-platform compatibility, agility and cost-efficiency. An SOA can be realised using a number of technologies, amongst them Web services are considered to be the key technical enabler of SOA.

It is fast becoming one of the most important skills for an IT graduate to be able to understand the role of an SOA in different contexts and to articulate the motivation behind service-based technologies and their practical implications in terms of engineering complex software systems and automating business processes.

This module aims to provide students with a deep understanding of SOA, service-orientation paradigm, and Web services as an implementation technology.

We also aim to train the students to develop the ability to appreciate the necessity for tracking technology development and become a self-learner and an insightful predictor of future developments in this area.

Course Aims

After completing this course, students will:

- Describe different architectural design approaches and their role in enterprise application integration
- Apply the concept of business process in a concrete setting
- Be competent in designing and developing applications using SOA concepts and related technologies

Course Timetable

The course timetable is available here (/COMP9322/16s2/timetable) .

Student Learning Outcomes

After completing this course, students will:

- Describe different architectural design approaches and their role in enterprise application integration
- Apply the concept of business process in a concrete setting
- Be competent in designing and developing applications using SOA concepts and related technologies

This course contributes to the development of the following graduate attributes:

Graduate Capability	**Acquired in**
scholarship: understanding of their discipline in its interdisciplinary context	attending lectures
scholarship: rigorous in their analysis, critique, and reflection	participating Q/A, messageboard discussions, online quizzes (reviews of lecture topics), peer assessment
scholarship: able to apply their knowledge and skills to solving problems	practical exercises (labs and assignments)
scholarship: ethical practitioners	in all class activities, messageboard discussions, understanding what is plagiarism in doing your work, be respectful of others in the class
scholarship: capable of effective communication	messageboard discussions, group work in assignments, demonstration/presentation

Assumed Knowledge

Before commencing this course, students should:

- Have theoretical understanding of Web applications and Web-based architectures
- Have practical skills to develop a Web application
- Have sound knowledge of Java programming

These are assumed to have been acquired in the course COMP9321

Teaching Rationale

This course is taught the way it is because we believe in structured learning, also learning by doing. We provide timely feedback for learning via small, step-by-step assignments that gradually build up knowledge and practical skills.

Teaching Strategies

- Lectures ... introduce concepts, show examples
- Lab Work ... introduce technology required for the assignments
- Assignments .. allow students to solve significant problems

Assessment

The assessment consists of the following components:

- 40% on programming assignments: There are two assignments (one individual and group work). This component assesses the practical-skills-and-tools level learning outcomes. The assessment activities include two programming assignments. Each assignment is designed for students to explore each main technology from the lectures.
- 50% formal written exam: individual assessment. This component is going to assess the various facts-and-knowledge level learning outcomes. The exam is a mixture of multiple choice questions and written answer questions.
- 10% online quizzes: 5 online quizzes (1 on each study topic)
- Lab exercises: There are weekly labs (from Week 1 to Week 8) which are online-based and not assessed. But they are closely related to the tasks needed for the assignments, so keeping up with the labs will be necessary for you to complete the assignments.

Final Mark = Lab Work + Formal Exam + Quiz

Student Conduct

The **Student Code of Conduct** (Information (https://student.unsw.edu.au/conduct) , Policy (https://www.gs.unsw.edu.au/policy/documents/studentcodepolicy.pdf)) sets out what the University expects from students as members of the UNSW community. As well as the learning, teaching and research environment, the University aims to provide an environment that enables students to achieve their full potential and to provide an experience consistent with the University's values and guiding principles. A condition of enrolment is that students *inform themselves* of the University's rules and policies affecting them, and conduct themselves accordingly.

In particular, students have the responsibility to observe standards of equity and respect in dealing with every member of the University community. This applies to all activities on UNSW premises and all external activities related to study and research. This includes behaviour in person as well as behaviour on social media, for example Facebook groups set up for the purpose of discussing UNSW courses or course work. Behaviour that is considered in breach of the Student Code Policy as discriminatory, sexually inappropriate, bullying, harassing, invading another's privacy or causing any person to fear for their personal safety is serious misconduct and can lead to severe penalties, including suspension or exclusion from UNSW.

If you have any concerns, you may raise them with your lecturer, or approach the School Ethics Officer (mailto:ethics-officer@cse.unsw.edu.au) , Grievance Officer (mailto:grievance-officer@cse.unsw.edu.au) , or one of the student representatives.

Plagiarism is defined as (https://student.unsw.edu.au/plagiarism) using the words or ideas of others and presenting them as your own. UNSW and CSE treat plagiarism as academic misconduct, which means that it carries penalties as severe as being excluded from further study at UNSW. There are several on-line sources to help you understand what plagiarism is and how it is dealt with at UNSW:

- Plagiarism and Academic Integrity (https://student.unsw.edu.au/plagiarism)
- UNSW Plagiarism Procedure (https://www.gs.unsw.edu.au/policy/documents/plagiarismprocedure.pdf)

Make sure that you read and understand these. Ignorance is not accepted as an excuse for plagiarism. In particular, you are also responsible that your assignment files are not accessible by anyone but you by setting the correct permissions in your CSE directory and code repository, if using. Note also that plagiarism includes paying or asking another person to do a piece of work for you and then submitting it as your own work.

UNSW has an ongoing commitment to fostering a culture of learning informed by academic integrity. All UNSW staff and students have a responsibility to adhere to this principle of academic integrity. Plagiarism undermines academic integrity and is not tolerated at UNSW. Plagiarism at UNSW is defined as using the words or ideas of others and passing them off as your own.

If you haven't done so yet, please take the time to read the full text of

- UNSW's policy regarding academic honesty and plagiarism (https://student.unsw.edu.au/plagiarism)

The pages below describe the policies and procedures in more detail:

- Student Code Policy (https://www.gs.unsw.edu.au/policy/documents/studentcodepolicy.pdf)
- Student Misconduct Procedure (https://www.gs.unsw.edu.au/policy/documents/studentmisconductprocedures.pdf)
- Plagiarism Policy Statement (https://www.gs.unsw.edu.au/policy/documents/plagiarismpolicy.pdf)
- Plagiarism Procedure (https://www.gs.unsw.edu.au/policy/documents/plagiarismprocedure.pdf)

You should also read the following page which describes your rights and responsibilities in the CSE context:

- Essential Advice for CSE Students (https://www.engineering.unsw.edu.au/computer-science-engineering/about-us/organisational-structure/student-services/policies/essential-advice-for-cse-students)

Course Schedule

Schedule of topics, organised by week ...

Refer to the link on the menu item on the course homepage.

Resources for Students

There is no textbook for this course. Recommended reading lists will be provided through the online Q/A (messageboard) throughout the semester.

Course Evaluation and Development

This course is evaluated each session using the myExperience system. In the feedback from the 17s1 offering, some commented that the second assignment required more time than expected. I have considered that and will adjust the specification and allowed time for the second assignment.

Resource created 4 years ago (Tuesday 18 July 2017, 06:49:54 PM), last modified 4 years ago (Sunday 23 July 2017, 04:35:19 PM).

Comments (/COMP9322/17s2/forums/search?forum_choice=resource/10712) (/COMP9322/17s2/forums/resource/10712)

There are no comments yet.